

GAME BOY ADVANCE

AGB-A8QE-USA

PIRATES^{of the} CARIBBEAN

THE CURSE OF THE BLACK PEARL

INSTRUCTION BOOKLET

 TDK[®]

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

! WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- ¥ Take a 10 to 15 minute break every hour, even if you don't think you need it.
- ¥ If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- ¥ If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- ¥ Do not mix used and new batteries (replace all batteries at the same time).
- ¥ Do not mix alkaline and carbon zinc batteries.
- ¥ Do not mix different brands of batteries.
- ¥ Do not use nickel cadmium batteries.
- ¥ Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- ¥ Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- ¥ Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- ¥ Do not recharge the batteries.
- ¥ Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- ¥ Do not dispose of batteries in a fire.



EVERYONE
MILD VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

PIRATES^{of the} CARIBBEAN

THE CURSE OF THE BLACK PEARL

STORY	6
GETTING STARTED	6
LANGUAGE SELECTION	6
MAIN MENU	7
GAME CONTROLS	8
GAME SCREENS	10
WEAPONS AND ITEMS	12
ENEMIES	15
GAME OVER	18
CONTINUING	18
CREDITS	19

STORY

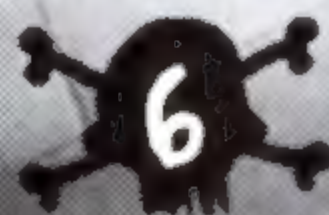
Embark on a thrilling adventure on the high seas of the Caribbean! Play as Jack Sparrow, pirate and captain of the majestic Black Pearl pirate ship. When the evil pirate Barbossa and his men seize control of your ship, leaving you for dead on a deserted island, it's up to you to even the score. The quest to defeat Barbossa and reclaim what's rightfully yours will not be easy. Only you can stop Barbossa's sinister plans and discover the mystery of the curse of the Black Pearl...

GETTING STARTED

Make sure the POWER switch is OFF. Insert the Pirates of the Caribbean Game Pak into your Game Boy® Advance system and turn the power ON. **WARNING:** Inserting the Game Pak when the Game Boy® Advance is already on might result in damage to the Game Pak.

LANGUAGE SELECTION

Select your language by pressing +Control Pad Up or +Control Pad Down. Confirm your selection by pressing the A Button.



MAIN MENU

On the Main Menu Screen, make selections by pressing +Control Pad Up or +Control Pad Down, and enter the selection with the A Button.

New Game

Selecting NEW GAME will launch the prologue and begin Jack's adventure. (The prologue may be skipped by pressing Start. Press the A Button to skim through the dialog of the story.)

Continue Game

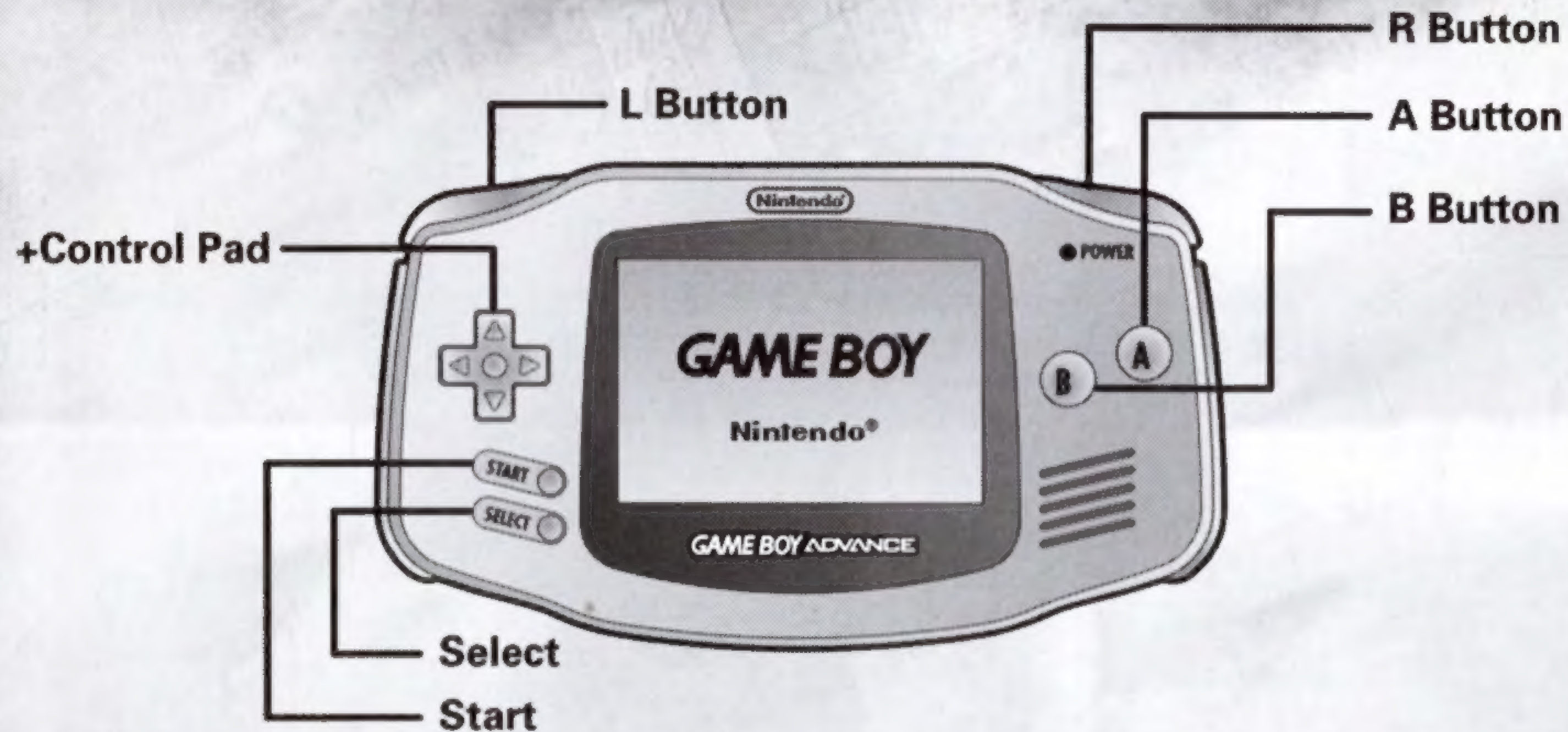
Select CONTINUE GAME to proceed to the Password Entry Screen. You may enter a password that you have received during play to continue your game.

Options

Select OPTIONS to proceed to the Options Screen. From this screen you may select from two different control types, turn music and sound effects on or off.



GAME CONTROLS



Controls – On Land

+Control Pad – Move Jack
A Button – Talk, Draw
Sword, Activate Switch
B Button – Jump/Climb,
Activate Switch

L Button – Not Used
R Button – Not Used
Start – Pause
Select – Inventory

Controls – Inventory Mode

+Control Pad – Rotate inventory menu
A Button – Use/Equip Item
B Button – Not Used
L Button – Not Used
R Button – Not Used
Start – Not Used
Select – Exit Inventory Mode

Controls – At Sea

+Control Pad – Move ship
A Button – Move Ship Forward
B Button – Select Ammunition Type
L Button – Fire Port Cannon
R Button – Fire Starboard Cannon
Start – Pause
Select – View Chart

Controls – On Land Sword Fighting Mode/Pistol Fighting Mode

+Control Pad – Move Jack
A Button – Quick Attack
B Button – Powerful Attack
L Button – Sheath Sword
R Button – Parry
Start – Pause
Select – Inventory

+Control Pad – Rotate Jack
A Button – Draw/Fire Pistol
B Button – Put Pistol Away
L Button – Put Pistol Away
R Button – Not Used
Start – Pause
Select – Inventory

GAME SCREENS AT SEA

Port Cannon
Reload Meter

Cannon Power
Meter

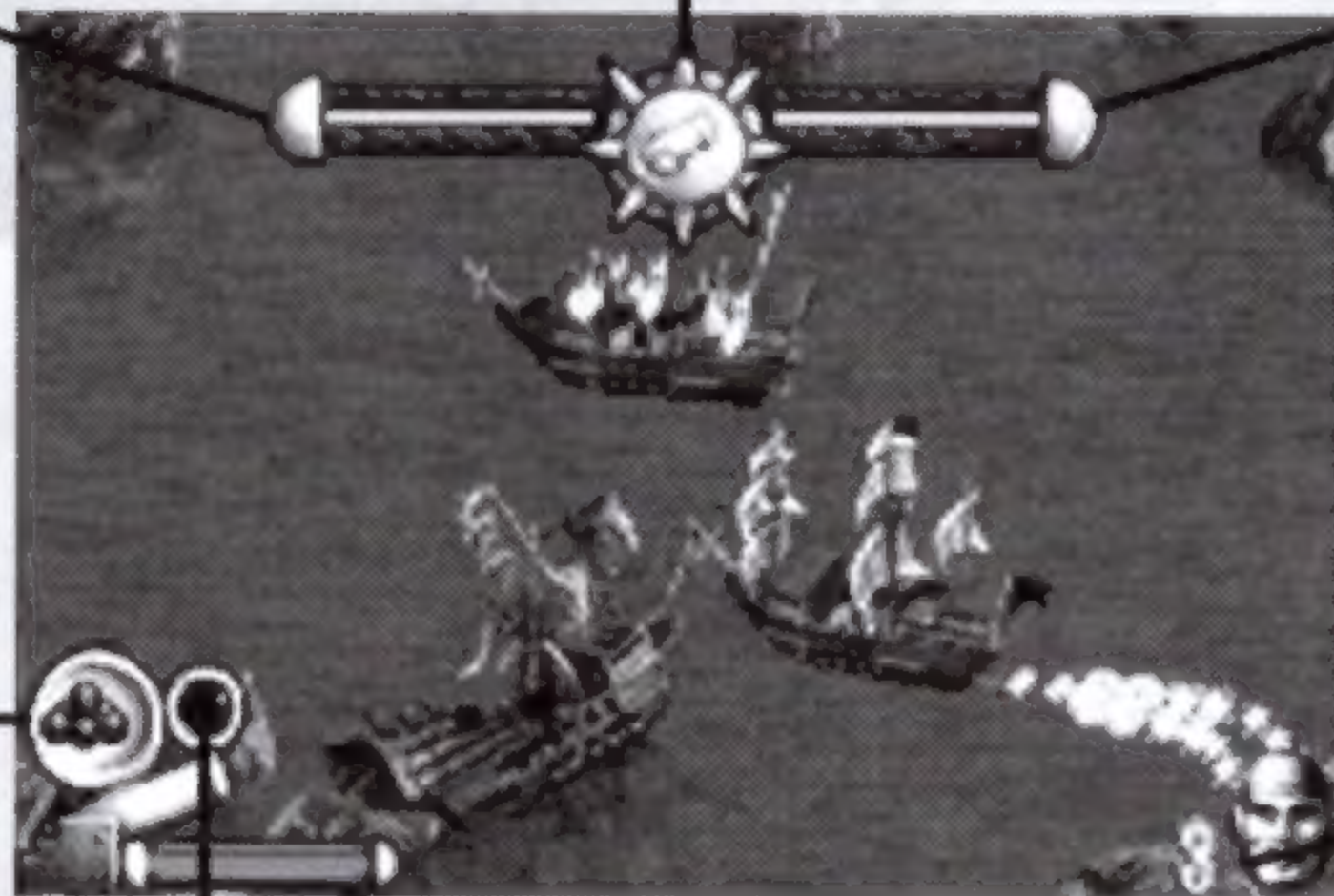
Starboard
Cannon Reload
Meter

Currently
Selected
Ammunition

Remaining Number
of Currently Selected
Ammunition

Health
Meter

Number
of Lives



GAME SCREENS ON LAND

Number of Selected
Items in Inventory

Currently Selected
Inventory Item



Number
of Lives

Health
Meter



WEAPONS AND ITEMS



Sword – Once Barbossa steals your ship, the sword is the only item you are left with. You can upgrade the sword to a sharper version that does more damage by using the treasure you find during your adventure.



Pistol – A firearm that allows you to deal with enemies from a distance.



Cannons – Having more cannons on your ship allows you to inflict more damage on enemy ships.



Floating Barrels – During your adventure you may find barrels floating in the water. These barrels may contain cannon power ups, extra ammunition, health or gold.



Bullets – Bullets provide ammunition for your pistol.



Spade – Allows you to dig for treasure.



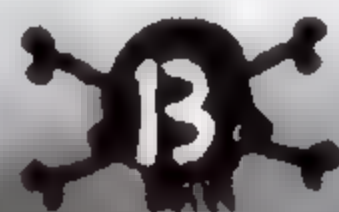
Potions – Drink potions to regain health.



Treasure – What every pirate lives for! Finding treasure will allow you to upgrade your ship and weapons.



Firewood – Find firewood to build a signal fire.





Coins – Picking up coins adds to your treasure total.



Treasure Map – Use the treasure map to find buried treasure.



Goblets – Adds 5 points to your treasure total.



Gems – These little clusters of gems add 3 points to your treasure total.



Extra Life – Pick up the golden statue of Jack to add a life to your total.

ENEMIES



Crabs – These unusually vicious creatures can be found near costal areas.



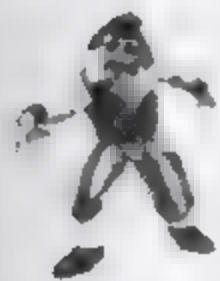
Snakes – Like crabs, the snakes are extremely dangerous and will strike.



Pirates – There is nothing that a pirate dislikes more than other pirates. These guys are out to get you!



Cursed Pirates – As if encountering a pirate isn't bad enough, now you have to battle a cursed one! These guys are really angry and out to do some serious damage.



Soldiers – The British and Spanish soldiers do not like seeing pirates in town. Soldiers are loyal to their kings and will eagerly defend their towns.



Merchant Ships – While these ships are just trying to make their living, they will defend themselves from attack.



Naval Ships – These ships are trying to maintain order on the high seas. They will attack and defend against pirates.



Pirate Ships – Just like you, pirates sail the high seas looking for treasure and adventure. They will attack and defend against other pirates.



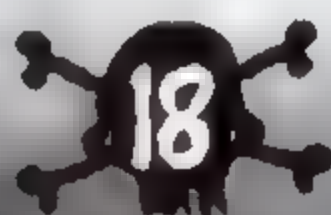
The Black Pearl – Stolen from you by the evil Barbossa. Reclaiming the Black Pearl is your primary motivation...and also might help you solve the mystery of the curse!

GAME OVER

As Jack, you have a limited amount of lives. The game is over when Jack has run out of lives.

CONTINUING

You can choose to continue a mission after losing all your lives. A password will be displayed after each mission. Write the password down if you would like to continue your game from this point after you turn off your Game Boy® Advance. You can continue your game by entering the password at the CONTINUE GAME screen from the MAIN MENU.



CREDITS

PUBLISHED BY TDK MEDIACTIVE, INC.

Executive Producer
Vincent Bitetti

Assistant Producer
Reza Sadafi

Executive Producer
in Charge of Production
Steve Ryno

PD Coordinator
Adeline Petros

Senior Producer
Tim Goodlett

Brand Director
Chaz Fitzhugh

Producer
Carlos "The Jackal" Rodriguez

Brand Manager
Stephanie Ackerman

Quality Assurance Director

Donn Nauert

Quality Assurance Lead Tester

Brian "The Black Barnacle" Etheridge

Quality Assurance Sr. Tester

Carlos Garcia-Shelton

Quality Assurance Team

Tom "In the Crow's Nest" Anderson

Dave "Black Eye" Astremitzkov

Michael "Bloody Knuckles" Chang

Kevin "The Boo-Yah Buccaneer" Faubert

Mariano "The Mariner" Merino

Stiev "The Sea Slug" Millis

Greg "The Cabin Boy" Manley

Jason "The Stylin Swashbuckler" Kouhi

Angel "The Sea-Dawg" Gonzalez

Terrance "Rudabaugh" Oppenheimer

Andy Pan

Ryan Camu

Brent Sharon

President and COO

Shin Tanabe

CFO

Martin Paravato

Executive VP

Sales and Marketing

Michael Devine

Executive VP

Business Development

Daniel Kletzky

Director

Business Development

Andy Babb

Human Resource Director
Suzanne Cantey

VP, Global Marketing
Stefan Serwe

VP, Operations
Lorena Billig

Special Thanks
Dan Winters
Chris Takami

Keith Hargrove
Jaime Serrano
Nichol Bradford
Bob Picunko
Sanjeev Lamba
Deborah Lawson

DISNEY INTERACTIVE

Sr. Producer
Chris Takami

Producer
Keith Hargrove

Assistant Producer
Jaime Serrano

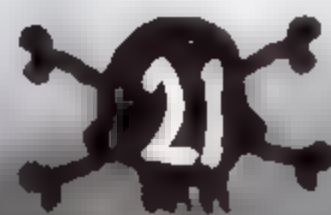
Sr. Clearance Administrator
Tamira Webster

Marketing Manager
Nichol Bradford

PR Director
Angela Emery

Marketing Director
Bob Picunko

Special Thanks
Sanjeev Lamba
Chris Drews
Steve Gilbert
Dan Winters
Graham Hopper
Jerry Bruckheimer
KristieAnne Reed
Pat Sandston



DEVELOPED BY POCKET STUDIOS

Executive Producer

Steve Iles

Development Director

David Williams

Programming Team

Steve Jones

Cameron Rattray

Charlie Skinner

Additional Coding

Darren Clayton

Gabriel Lee

Tools Programming

Charlie Skinner

Art Team

Mark Wortham

Tony Hager

John Dunn

Animation

Mark Wortham

Lee Tibbetts

Chris Perrigo

Game Design

Tom Heaton

Chris Brams

Malcolm Grant

Level Design

Tom Heaton

Level Creation

Chris Brams

Rob Swan

Darren Esp

Tom Heaton

Audio

Allister Brimble

Special Thanks

Sally, Luke, Hannah,

Ethan, Kim, Beki,

Yvonne, Pampelmuse,

Foxy, Forgotten, Lisa,

Max, Julia, Emily,

Cyrus, Maia, Kate, Lisa,

The Bash, Mum, Dad

and everyone else who
knows me.

PRODUCT SUPPORT/TIPS

The TDK Mediactive Product Support Department provides technical support, customer service and game hints. There are several different ways to receive assistance:

ONLINE SUPPORT

TDK Mediactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.tdk-mediactive.com.

EMAIL SUPPORT

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to support@tdk-m.com. Please include a detailed description of the situation.

TELEPHONE SUPPORT

Live representatives are available by telephone Monday through Friday 7:30 am to 6:00 pm PST at (818) 707-7063.

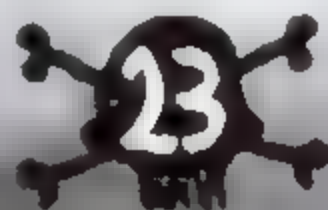
WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the TDK Mediactive Interactive Product Support Department at (818) 707-7063 or on the web at www.tdk-mediactive.com before returning the Product to a retailer.

If a TDK Mediactive service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

TDK Mediactive
4373 Park Terrace Dr.
Westlake Village, CA 91361
Attn: Product Support

TDK Mediactive is not responsible for unauthorized returns of Product and reserves the right to send such authorized returns back to customers.



COPYRIGHT

©Disney, © 2003 TDK Mediactive, Inc. All Rights Reserved. PUBLISHED AND DISTRIBUTED BY TDK MEDIACTIVE, INC. Developed by Pocket Studios.

Yo Ho (A Pirate's Life For Me), words by Xavier Atencio. Music by George Bruns. ©1967 Walt Disney Music Company (ASCAP) Copyright Renewed. All Rights Reserved.

Music for game re-recorded by Allister Brimble.

All elements of this product have been copyrighted. All elements not originally created by TDK Mediactive Interactive, Inc. (hereinafter referred to as TDK MEDIACTIVE) are licensed by the respective licensors. Please refer to the insert and package for specific attributions, legal notices, and restrictions. This manual and all contents described within it are copyrighted. All rights reserved.

Under existing copyright laws, this product and associated package components (whether complete or only a portion thereof) cannot be copied without prior written consent of TDK MEDIACTIVE. The same property and copyright notices must be affixed to any permitted copies as were affixed to the original. This exception does not allow copies to be made for others, whether or not sold. Under federal law, copying includes translating into another language or format. Using the audio segments in any multimedia presentation intended for audiences may obligate you to pay a small fee per person in accordance to ASCAP / BMI or other performer's rights organizations.

LICENSE AGREEMENT

This is a license agreement between you (either an individual or an entity) the end user, and TDK MEDIACTIVE. TDK MEDIACTIVE hereby grants to you, the owner of this product, a non-exclusive license agreement to use the enclosed software, subject to the terms and restrictions set forth in this non-exclusive agreement. If you do not agree to these terms as set forth herein, you must return the unused product to the manufacturer.

LIMITED WARRANTY

TDK MEDIACTIVE warrants that this product will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the product are limited to ninety (90) days. Some states/jurisdictions do not allow limitations on the duration of an implied warranty, so the above limitation may not apply to you.



CUSTOMER REMEDIES

TDK MEDIACTIVE's entire liability and your exclusive remedy shall be, at TDK MEDIACTIVE's option, either a return/refund of the price paid or repair or replacement of the product that does not meet TDK MEDIACTIVE's limited warranty and that is returned to TDK MEDIACTIVE with a copy of your receipt, evidencing the date of purchase. In no event shall TDK MEDIACTIVE's liability with respect to this limited warranty exceed the cost of replacement of the media on which the product is recorded. This limited warranty is void if failure of the product has resulted from accident, abuse, or misapplications. Any replacement of the product will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. Neither these remedies nor any product services offered by TDK MEDIACTIVE are available for the U.S. version of the product outside of the United States and Canada.

NO OTHER WARRANTIES

TDK MEDIACTIVE disclaims all other warranties, either expressed or implied, of merchantability and fitness for a particular purpose, with respect to the product and the accompanying written materials. TDK MEDIACTIVE does not warrant that the enclosed product or documentation is without defect or error or the operation of the enclosed product will be uninterrupted.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES

In no event shall TDK MEDIACTIVE or its suppliers be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss) arising out of the use or inability to use this TDK MEDIACTIVE product, even if TDK MEDIACTIVE had been advised of the possibility of such damages. Because some states/ jurisdictions do not allow limitations on duration of an implied warranty, the above information may not apply to you. The warranty and remedies set forth herein are exclusive and in lieu of all others, oral or written, expressed or implied. No dealer of TDK MEDIACTIVE product, nor distributor, TDK MEDIACTIVE agent or employee is authorized to make any modifications or additions to this warranty. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law that cannot be pre-empted.

NOTES

NOTES

The Haunted Mansion

**VIDEO GAMES
COMING FALL 2003
ON GAME BOY ADVANCE AND
NINTENDO GAMECUBE™**

RATING PENDING



Disney
INTER
ACTIVE



©Disney. © 2003 TDK Mediactive, Inc. All Rights Reserved. PUBLISHED
AND DISTRIBUTED BY TDK MEDIACTIVE, INC. Licensed by Nintendo.
Nintendo, Game Boy, Game Boy Advance and the official seal are trademarks
of Nintendo. © 2001 Nintendo. Licensed by Nintendo. Nintendo, Nintendo
GameCube and the official seal are trademarks of Nintendo. © 2001 Nintendo.



mediactive

TDK Mediactive, Inc.
4373 Park Terrace Drive,
Westlake Village, CA 91361
www.tdk-mediactive.com

62522-300
PRINTED IN THE USA